

ABSTRACT OF THE DISCLOSURE

[00101] A texture mapping system comprises memory and a texture map manager. The memory stores a parametric texture map, and the parametric texture map has a plurality of texels. Each of the texels defines a variable expression that defines a luminosity parameter as a function of light direction. The texture map manager is configured to perform a rotation of a texture defined by the parametric texture map, and the texture map manager is further configured to adjust the variable expression of at least one of the texels to compensate for the rotation.